International Journal of Trend in Scientific Research and Development (IJTSRD)
Special Issue on Innovative Strategies in Multidisciplinary
Research and Analysis | February 2024
Available Online: www.ijtsrd.com e-ISSN: 2456 – 6470

The Importance of Creativity in Primary Education and the Methods of Developing Creative Activities in the Conditions of Digitalization in the Process of Professional Development

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ABSTRACT
Development of creative activity of teachers with the help of digital technologies is a relevant and promising direction in the modern educational environment. Digital technologies provide teachers with many opportunities for creative development, enrichment of the educational process, and improvement of educational efficiency.

KEYWORDS: Digital technologies, creativity, new approaches, projects. interactive tutorials, programs, motivation.

Introduction

Implementation of educational tasks of the development strategy of New Uzbekistan development of primary education is important in the process [1]. The importance of creativity in primary education is very high, because a creative teacher can inspire and guide students to find new approaches, express their opinions, develop problem-solving and creative reasoning skills. In the conditions of current digitization, it is possible to develop a system of several methods for the development of creative activities of teachers in the process of professional development. Creativity in education is important for the following reasons:

1. Finding new approaches: Creativity helps teachers to find new approaches in the educational process and to teach effectively. It develops their ability to apply new approaches to problems and generate creative ideas.
2. Accountability and Inference: Creativity has an effective influence on teachers' accountability and inference skills. They express their opinions and analyze issues through their own research.
3. Use of new technologies: Creativity inspires students to use new technologies and put their ideas into practice. This is important for them to properly support information, find and implement new approaches.
4. Enhancing creative thinking in society: Creativity plays its role in preparing students to think creatively in society and express ideas to each other. This ensures that each person participates in creative activities in a social environment.
5. Project Completion: Creativity plays an important role in developing students' capacity to create and complete projects. This will help them develop the courage to analyze, solve problems and find creative approaches.
6. Effective social activity: Creativity prepares students for solving problems in society, seeking new approaches and experiences, creative community activities and thinking about social issues.

Creativity is of great importance for students in forming talented, demanding and successful citizens. It plays a major role in preparing them for creative, creative, experiential, and social change and preparing them for a successful and productive life.

Literature review. In the science of pedagogy, the experience of developing teaching technologies based on information and communication tools has been created since the 90s of the last century [2]. Digital technologies are an important guide for the further development of the educational process and experience in the field of education. Digital technologies facilitate students' acquisition and learning processes, increase their motivation and increase interactivity in the educational process.

Digital technologies in education are one of the effective ways to further increase student knowledge and skills, make the learning process interesting and effective, and strengthen interactive communication with students.

There are several methods and methodologies for the development of digital technology pedagogical practice. These methods help to facilitate the learning process, increase the level of interest of students, strengthen concepts and increase interactive communication with students. Several important methods of developing the creativity of pedagogues with the help of digital technologies can be the following:

Use of interactive textbooks and curriculum: Using interactive textbooks and curriculum through digital technologies will be interesting and effective for students. These textbooks and programs provide students with a unique learning path and increase student achievement.

Virtual Labs and Simulations: Digital technologies allow students to create virtual labs and simulations. Through these methods, students consolidate information in practice, study scientific research, and apply new technologies.

Online Learning Platforms: There are several online learning platforms available today. These platforms provide students with access to interactive textbooks, test organizations, databases, and other educational materials. Educators can assign and assess students individually or in groups through these platforms.

Distance education: Digital technologies allow educators to organize distance education. With the help of video conferences, pedagogues can teach students, solve problems and communicate with students in an interactive manner.

- Learner Monitors and Assessment Systems: Digital technologies also help in creating learner monitors and assessment systems. Through these systems, students will be able to track their learning, progress, and deficiencies.
- Databases and Online Resources: Digital technologies provide educators with access to extensive databases and online resources. Through these opportunities, pedagogues can provide students with new and experienced materials and further enrich the learning process.
- Distance education, another type of digital technology, has several advantages in increasing the effectiveness of education today. In relation to the products of the creative activity of the training participants, that is, the teachers, we distinguish their main types and the universal view that the student of the distance learning training course should have in order to create an educational product in distance education. **Discussion and result.** Let's look at skills and abilities.

1. **Educational and creative activity.** According to the scientists studying the creative nature of full-time education, "educational and creative activity is mainly carried out under the conditions of using pedagogical tools of indirect or prospective management, directed to the maximum use of personal self-management , as a result, one of the types of educational activities aimed at solving educational and creative tasks that have subjective novelty, importance and progressivity for the development of a person, especially his creative abilities" (V.I.Andreev, 1988, p. 51). The goal of such activities in distance education is to acquire and develop the skills of creating creative products using telecommunication tools. V.I. Andreev (1988), A.V. Considered by Khutorsky (1998), let's list the main creative skills and abilities that, in our opinion, are necessary for the implementation of creative activities of students in various forms of distance education:

- the ability to create a new, original idea,
- the level of expression of the author's personal "I" in a creative product,
- using fantasy and imagination,
- application of basic knowledge, skills and abilities to prove the proposed idea,
- forming hypotheses, creating versions, laws,
- research ability: observation, finding new facts about the object, analyzing them, justifying one's conclusions.

As a result of a pedagogical experiment on the implementation of creative activities of students in various forms of distance education, we added educational and creative abilities related to the use of computer tools to the ones listed above:

- the ability to express one's own idea using computer graphics sets,
- use programming languages to create new creative products,
- the ability to use Internet resources to present one's creative product to the network team, etc.

2. **Communicative-creative activity** in distance education differs from forms of full-time education by the possibility of participation of subjects with different characteristics.

The range of subjects of communicative activity in MT is practically not limited by the number, geographical scope and time zones. In MT mode, creative products created by students during educational activities are discussed in the communicative space - electronic conferences and chats, which expands the educational space for participants of distance learning, presenting their products to a wide range of users, creating creative products to hear different opinions and opinions about, gives an opportunity to enter into educational relations with subjects of MT that perform different functions.

We highlight the main skills and abilities necessary for a student of a distance learning advanced training course to present his educational product in the educational information space:

- rich content of speeches, participation in remote teleconferences (e-mail, chat);
- quick two-way communication with the distance teacher and distance learners;
- listeners' ability to ask meaningful questions to distance teachers and distance learners;
- Taking the initiative to organize communication (chat) with MT subjects;
- have telecommunication etiquette: use of emotional signs, special computer fonts, color symbols, sound and video files to convey "live" speech.

3. **Organizational-technical activity** is unique for MT - due to the remoteness of subjects of the educational process, it is necessary to develop the skills of teachers to increase the component of independent management of their creative activity, to set educational goals and to plan activities. P.I. Pidkasistiy believes that methodologically competently organized independent educational work of students leads them "either to acquire completely new knowledge that was previously unknown, or to deepen and expand the scope of already mastered knowledge" (P.I. Pidkasistiy, 1995, 315 -page). In addition, for the effective implementation of independent creative activity, a student studying at a distance has unique skills in using telecommunication tools, information arrays, computer programs and equipment that affect the quality of the creation of his educational product. must acquire and develop skills and abilities. The creative activity organization technology that we have created allows students with different levels of computer skills to move from one level to another in different forms of MT. We consider the following organizational and technical skills:

- the listener's ability to define and categorize personal goals, explain the goals of their training, determine ways to achieve them, identify difficulties and ways to overcome them;
- the listener's ability to reflect on his/her own activity;
- compliance with the methodological, technical and other requirements of remote activities;

- realization of the idea of creative work with the help of technical means: use of graphic collections, work in htm(l) format, use of plug-in, video, etc.;
- ability to use various computer utilities such as Selling (grammar), Winzi (archiver), coder, e-mail, IE or NC browsers.

The organizational and technical activity of the distance learning listener is closely related to the issues of computerization of school education. Kineleva (1996), Yu.A. Pervina (1987), A.N. Tikhonova (1994), A.D. Ivannikova (1994), A.A. Kuznetsova (1998), S.A. It was studied in sufficient detail in the works of Beshenkova (1995) and others. These scientists studied the issues traditionally considered in connection with computer science classes at school and prepared a theoretical and organizational-pedagogical basis for expanding the scope of application of information technologies to all subjects of general education.

Conclusion. Organizational, didactic and methodological issues of the use of telecommunications in educational institutions are directly connected with pedagogical problems. In the development of universal skills for creating creative products in distance learning students, not only the question "what should be taught?", but also "what should be educated?" It is necessary to find an answer to the question. L. Hodjis (USA) writes about the influence of new computer technologies on the development of personal qualities of students in an electronic conference. The creation of html-texts by students helps them to think critically, to develop a sense of mastering new technologies, and the creative process itself motivates them to create a rich, well-thought-out meaningful test.

Implementation of these methods can be done by working with students on computers, smartphones or tablets. Educators can use these opportunities to increase students' motivation, consolidate concepts, and further develop their mastery.

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